

3D demo reel breakdown

| scene | title | breakdown | software |
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| 01 |  | Cloudy with a Chance of Meatballs Nickelodeon ad Pool of jello animated with dynamic springs; keyed greenscreen footage; comped pool and crowd elements with live action plates; soft body animation with spring, applied color correction and motion blur to integrate. | Maya Mental Ray Nuke |
| 02 |  | A City to Make Me Modeled virtual set; created textures, projection & bump mapped models (in Photoshop); animated cards and elements; added particles; set up lighting with lights, glow & environmental fog; comped the multi-pass renders. | Maya Photoshop Mental Ray |
| 03 |  | X-kids Modeled, textured, rigged and animated bird to create bird being revived; used 3d tracking, lighting and motion blur to integrate into scene. Rendered in Mental Ray. Comped into live action plate. | Maya Boujou Mental Ray After Effects |
| 04 |  | Piranesi's Prison Dreams Setup lighting and textured (using Photoshop) pre-existing digital set in Maya; added and animated elements (balloon, gears); rendered in Mental Ray. | Maya Photoshop Mental Ray |
| 05 |  | X-kids Conceptualized, modeled and textured (using Maya's procedural textures) Steampunk video monitor prop and animated the gears. | Maya Mental Ray |
| 06 |  | S.W.A.T. Retopologized model, unwrapped UVs, painted texture, bump and specular maps in Photoshop from 360° photo references, created photo-real shader in Maya. Rendered at 4K in Mental Ray. | Maya Photoshop Mental Ray |
| 07 |  | The Lucky 7 Modeled, textured, lit gunshot pellets; animated camera movement, comped into live action plate, used particle dynamics for gun smoke. | Maya After Effects |
| 08 |  | Lost Created background ocean with Psunami plugin; extracted greenscreen, applied mist, color correction, grain and blur to integrate and add hazy ocean atmosphere. | After Effects |